

L Number	Hits	Search Text	DB	Time stamp
-	283	vibrat\$6 same (image or frame or picture) same game	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2004/03/17 19:16
-	30	(vibrat\$6 same (image or frame or picture) same game) same (line or contour or drawing)	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2004/03/17 19:47
-	1	6699123.pn.	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2004/03/17 19:47
-	1	"6285351".PN.	USPAT	2004/03/17 19:48
-	1	"6285351".PN.	USPAT	2004/03/17 19:48
-	1	"6464585".PN.	USPAT	2004/03/17 19:48
-	3	4441104.pn.	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2004/03/17 19:55
-	2	4643421.pn.	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2004/03/17 19:55
-	130530	(vibrat\$6 or shak\$6 or shock\$6 or earthquak\$6) same (image or line or character or drawing or contour)	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2004/03/18 12:28
-	238	(vibrat\$6 or shak\$6 or shock\$6 or earthquak\$6) with (image or line or character or drawing or contour) same (game)	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2004/03/18 12:29
-	502	(vibrat\$6 or shak\$6 or shock\$6 or earthquak\$6) with (image or line or character or drawing or contour) same (("3" or three) near2 (D or dimension\$3))	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2004/03/18 12:35
-	9	((vibrat\$6 or shak\$6 or shock\$6 or earthquak\$6) with (image or line or character or drawing or contour) same (("3" or three) near2 (D or dimension\$3))) same (gam\$3)	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2004/03/18 12:30
-	294	(vibrat\$6 or shak\$6 or shock\$6 or earthquak\$6) with (image or character or (line near2 drawing) or contour) same (("3" or three) near2 (D or dimension\$3))	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2004/03/18 12:39
-	289	(vibrat\$6 or shak\$6 or shock\$3 or earthquak\$6) with (image or character or (line near2 drawing) or contour) same (("3" or three) near2 (D or dimension\$3))	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2004/03/18 12:45
-	37264	(line or drawing) near6 (shad\$5 or shak\$5 or shock\$3 or vibrat\$6)	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2004/03/18 13:06

-	192	(line or drawing) near6 (shad\$5 or shak\$5 or shock\$3 or vibrat\$6) with ("3" or three) near2 (D or dimension\$4))	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2004/03/18 13:07
-	101	(skeleton\$3 or sketch\$6 or outlin\$3) with (shad\$3 or shock\$4 or shak\$5 or earthquak\$4 or vibrat\$5) same ("3" or three) near2 (D or dimension\$3))	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2004/10/18 08:18
-	2	"20010048762"	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2004/03/18 15:45
-	2	5847712.pn.	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2004/10/12 13:48
-	2650	(draw\$5) with (vibrat\$6 or wav\$4 or shak\$6) with (line or contour or shape)	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2004/10/18 08:18
-	747	(skeleton\$3 or sketch\$6 or outlin\$3 or line) with (shad\$3 or shock\$4 or shak\$5 or earthquak\$4 or vibrat\$5) same ("3" or three) near2 (D or dimension\$3))	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2004/10/18 08:20
-	18	((draw\$5) with (vibrat\$6 or wav\$4 or shak\$6) with (line or contour or shape)) and ((skeleton\$3 or sketch\$6 or outlin\$3 or line) with (shad\$3 or shock\$4 or shak\$5 or earthquak\$4 or vibrat\$5) same ("3" or three) near2 (D or dimension\$3)))	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2004/10/18 08:19
-	1440	(skeleton\$3 or sketch\$6 or outlin\$3 or line or shap\$5) with (shad\$3 or shock\$4 or shak\$5 or earthquak\$4 or vibrat\$5) same ("3" or three) near2 (D or dimension\$3))	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2004/10/18 08:20
-	22	((skeleton\$3 or sketch\$6 or outlin\$3 or line or shap\$5) with (shad\$3 or shock\$4 or shak\$5 or earthquak\$4 or vibrat\$5) same ("3" or three) near2 (D or dimension\$3))) same (animat\$6)	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2004/10/18 08:21